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C/O NINTENDO OF AMERICA INC.
P.O. BOX 957, REDMOND, WA 98073-0957 U.S.A.

PRINTED IN U.S.A.

EmuMovies

INSTRUCTION BOOKLET

STAR WARS ROGUE SQUADRON™

PUBLISHED BY
LUCASARTS

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NINTENDO 64

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OVERVIEW

It is a time of great rejoicing in the galaxy. Luke Skywalker, with the help of Wedge Antilles, has blown up the Death Star. But there is little time to celebrate. The mighty Empire is gathering strength for a determined, all-out assault on the Rebel forces.

To save the Rebel Alliance from this Imperial onslaught, Luke Skywalker and Wedge Antilles have assembled Rogue Squadron, a group of twelve of the most skilled, battle-tested starfighter pilots in the Alliance. The versatile Rogue Squadron is assigned the most difficult and challenging missions.

You'll fly into battle as Luke Skywalker, the leader of this elite unit. The missions take place during the time period between *Star Wars: A New Hope* and *The Empire Strikes Back*. Your superior officer, General Rieekan, will brief you on your mission objectives and advise you on tactics to help you defeat the Imperial opposition. Wedge Antilles and other Rogue Squadron members will be your wingmates on your missions, which will range from rescue and reconnaissance to search-and-destroy—and more.

You'll take on the Empire in dogfights and air-to-ground combat over far-flung worlds of the *Star Wars* universe. As you improve your skills, you'll be able to pilot more advanced craft, fire more powerful weapons, and fly more challenging missions. In this struggle between the forces of freedom and the forces of darkness, your skill and daring will make all the difference!

STAR WARS®: ROGUE SQUADRON™

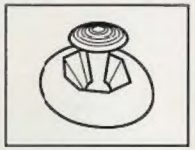
YOUR NINTENDO® 64 CONTROLLER

Control Stick Function

The Nintendo® 64 Controller contains a Control Stick that uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the Controller.

If the Control Stick is held at an angled position (as shown in the picture on the right), when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

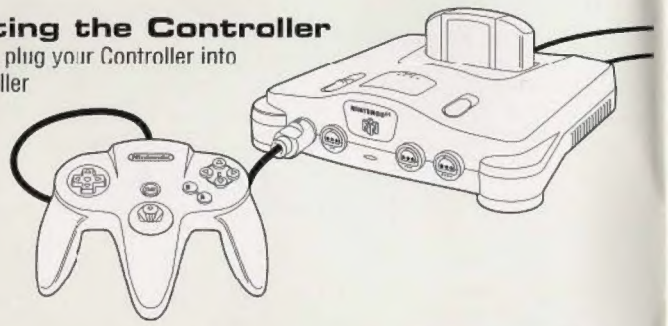


To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the right) then press **START** while holding the **L** and **R** Buttons.

The Control Stick is a precision instrument. Make sure not to spill liquids or place any foreign objects into it.

Connecting the Controller

Before playing, plug your Controller into the first Controller socket on the far-left side in front of the Control Deck.



Holding the Controller

When playing **Rogue Squadron**™, we recommend that you hold the Controller in the position shown at right. This lets you operate the Control Stick with your thumb, to control the flight of your craft. You can also easily reach the **A**, **B**, and **C** Buttons with your right thumb, and reach the **Z** Button with your left index finger.

Accessories

This game is compatible with the Rumble Pak® and N64 Expansion Pak™ accessories. Before using the accessories, please read the Rumble Pak® and N64 Expansion Pak™ instruction booklets carefully. Make sure that the Control Deck is turned OFF when inserting accessories.

CONTROLLER SETTINGS

LUKE'S SETTINGS (DEFAULT)

L Button
Switch View
Cycle the camera between five views.

START
Pause game at any time.

B Button
Fire Blasters
Fires blaster cannons. Hold button down to fire continuously.

R Button
Roll/Speeder's Right Brake
Rolls X-wing, Y-wing, and A-wing and is the right brake for air speeder. It is not used in V-wing. Press the Roll Button while using the Control Stick to roll craft. Continue rolling to fly upside down. Let go of Roll Button to fly level again.

C Buttons
C↑ Look Around
Use Control Stick to look side-to-side.
C↓ Fire Mode
Links blaster cannons to fire more shots at once. Press to cycle through linking settings for each craft.
C← Fire Secondary
Fires secondary weapon assigned to each craft (like missiles).
C→ Special
Activates special craft features (not available in all craft).

+ Control Pad
Camera Shortcuts
Up Cockpit View
Right Close Outside View
Down Standard View
Left Drop Camera: Operates the drop camera, for a fixed view in midair.

Z Button (on back)
Brakes/Speeder's Left Brake
Tap button to slow down. Hold Brake Button down to drop to minimum speed.

A Button
Thrust
Accelerates craft. Tap button to speed up in short bursts. Hold button down for continuous acceleration.

Control Stick
Craft Movement
Controls the craft's direction.

WEDGE'S SETTINGS

JANSON'S SETTINGS

HOBBIE'S SETTINGS

GETTING STARTED

Title Screen

To fly **Rogue Squadron**, first make sure that your Nintendo® 64 Control Deck is turned OFF. Insert the Game Pak (and N64 Expansion Pak™ if applicable) into the Control Deck. If you have a Rumble Pak®, insert it in the Controller. Slide the Power switch to ON. This will take you to the Title Screen, where you'll see START and OPTIONS.

Use your Control Stick to highlight START, then press the **A** Button. This sends you to the Select Game Screen. (See "Game Options" on page 9 for information.)

Selecting or Creating a Game

At the SELECT GAME Screen, you'll see three slots for saved games. If there is a previously saved game in a slot, a picture of your highest level completed, and the number of medals earned will be displayed. If the slot is empty, press **START** or the **A** Button, and a row of letters will appear. Move the Control Stick left or right to select different letters to create a name for your game. Press the

A Button to enter letters, use the **B** Button to delete them. A message will appear, asking if you're sure you want to save this new game. Move the Control Stick left or right to choose between YES or NO. To play a game, move the Control Stick left or right to move the picture of the game you want to play to the upper part of the screen. When the game is highlighted, select it by pressing either **START** or the **A** Button.

Select Game Screen

Erasing a Saved Game

To erase a game at the SELECT GAME screen, move the Control Stick left or right to move the game you want to erase to the upper part of the screen. Move the Control Stick up or down until ERASE GAME is highlighted. Press either **START** or the **A** Button to erase the game.

Select Level Screen

You'll choose a mission level here. The first mission is Ambush at Mos Eisley. You'll need to complete this mission before you can move on to any higher levels. Press any of the **C** Buttons to get a description of that mission. To select a mission, press **START**.

Select Level Screen

Once you've completed a mission successfully, you'll be automatically moved up to the next level; however, you can still go back and re-fly earlier levels you've completed and try for a better medal. And if you're given an "unlocked" craft to fly at a later level, you can go back and fly earlier levels with it. To scroll through missions you've completed, move the Control Stick to the right or left.

Available Craft Screen

At this screen, you'll also see outlines of different craft, with the default craft in the center. These craft will be colored green if you can fly them in the mission you've chosen, and colored red if you can't. To move on to the next screen, the Craft Selection Screen, press either **START** or the **A** Button. Once you complete a chapter in **Rogue Squadron**, you'll find that one of the additional craft in the Available Craft Screen is now unlocked, and will be available if you want to fly it in missions you've completed.

Available Craft Screen

Craft Selection

In the Craft Selection Screen, you'll be in front of the default assigned craft you can fly for your selected mission. Move the Control Stick left or right to go to the next craft. Press one of the **C** Buttons to hear General Rieekan's description of that craft. To choose a craft, press **START** or the **A** Button. If the craft is available for the mission you've chosen, you'll be flying off into the galaxy. If the craft is not available, you'll hear a clicking sound, and will need to move on to another craft. You must complete the level in the default craft to continue.

Craft Selection Screen

Game Options

At the Title Screen, you can choose between START, to begin a new mission, or OPTIONS, which lets you adjust game settings and gives you other information about the game. Selecting OPTIONS will bring up these choices:

Main Options Screen

Biographies Read and hear character descriptions of some of the members of Rogue Squadron. Another bio becomes available as the game progresses. To go to the next character description, move the Control Stick left or right until an arrow or EXIT are highlighted, then press either **START** or the **A** Button.

Elite Rogues Displays top rank and medals earned (see page 19 for details).

Passcodes If you win a passcode, enter it here. Move Control Stick left or right to select letters. Press the **A** Button to enter letters. Press the **B** Button to erase letters. When the code is spelled out, move the Control Stick down to highlight ENTER CODE and press **START**. A high pitched chirping means the correct code is entered. You can enter additional codes as well.

Sound Settings Use the Control Stick to adjust. Press **A** Button to select, **B** Button to cancel. Options available are:

Music Volume Adjusts the background music.

Sound FX Volume Adjusts the game sound effects, such as explosions.

Speech Volume Adjusts all voices.

Subtitles Turns text display of voices on or off.

Stereo Choose stereo or mono.

Restore Default Settings Undo custom settings.

Back Returns you to the OPTIONS screen.

Controller Settings There are four Controller configurations. Luke's is the default. Choose the one most comfortable for your piloting style. (See page 5 for details.) To select a configuration, move the Control Stick left or right, then press **START** or the **A** Button. Press the **B** Button to go back to the previous screen.

Game Settings This brings up the following submenu:

Auto Roll and Auto Level

These two options affect the pitch and roll of your craft. Auto Level controls the pitch, which means the direction the craft's nose is pointing, up or down. Auto Roll determines the craft's rolling, or side-to-side motion. Leave these settings on the default if you want to automatically right your craft if you get disoriented while flying. Right your craft by letting go of the Control Stick. Advanced players may want to turn one or both options off.

Game Settings Screen

Free Camera Toggles the orientation of the cameras between your craft and the ground. If turned on, the camera's roll will follow your craft. If turned off, the camera's roll will be fixed to the ground.

Cross Hairs Turns cross hairs on or off.

Resolution If you own a N64 Expansion Pak™, this option defaults to High Resolution. Otherwise, this option will not appear.

Restore Default Settings Undo any custom settings and return to the default settings.

Back Returns you to the OPTIONS menu.

IN-FLIGHT CONTROLS

How to Fly

To turn your craft left or right, move your Control Stick left or right. Keep in mind that different craft handle differently. To loop your X-wing, Y-wing, or A-wing, pull the Control Stick back (or push Control Stick forward for a forward loop, but only at high altitude). You won't be able to pull off rolls and loops in the air-speeder or the V-wing, which hover low to the ground.

To fly faster, press and hold the Thrust Button. You can also tap this button repeatedly to increase your thrust in small amounts. To slow down, press the Brake Button. Experiment with the Thrust and Brake, since each craft works differently.

Camera Views

The Switch View Button lets you change camera positions. Press repeatedly to cycle views.

Cockpit View Shows the inside the cockpit of your craft. To look around, move the Control Stick while pressing the Look Around Button.

Close View Provides a close-range view behind your craft that is fixed to the craft's movement.

Standard View The default camera position follows your craft from a medium-range view.

Far View A view from further behind your craft.

Chase Cam Provides a long-range view behind your craft that stays parallel to the ground.

Camera Shortcuts

The + Control Pad is a shortcut to several Camera views. Press **Up** for Cockpit, **Right** for Close View, **Down** for Standard, and **Left** for the Drop Camera.

Drop Camera In this view, the camera is dropped away from the craft and stays where you drop it. Your craft will fly away from the camera, but you'll still be able to control your craft. If you fly too far, the camera will automatically catch up.

Damage Indicator

In the upper left-hand corner of your screen (or in your cockpit in Cockpit Mode), you'll see a small icon of your craft. If it's in perfect condition, this icon will be green. As your craft takes damage, this icon will change color from green to

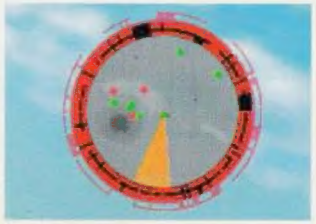
yellow to orange to a pulsing pale red. When it turns red, your craft is about to be destroyed. The number on the Damage Indicator shows how many ships you have remaining.

In an X- or Y-wing, you'll have an R2 unit on board to repair some damage to your craft. However, if your Damage Indicator is in the red, your R2 unit will not be able to help because he will have been knocked out of action.

Damage Indicator Icon at Top Left of Screen

Radar Screen

The round overlay in the upper right-hand corner helps you locate Imperial targets and Rebel forces. In Cockpit View, the radar is built into the craft's console. The radar looks down over the terrain, with your craft in the center represented by a green triangle. The high, mountainous areas are shaded dark, while the low-lying areas are shaded light.


Radar Screen

- GREEN DOTS Show Rebel forces.
- BLUE DOTS Represent neutral forces.
- RED DOTS Indicate enemy craft and weapons.

Objective Finder When you begin your mission, you'll see a colored, pie-wedge-shaped area on your radar screen. This wedge will point you toward your mission objectives. Move your craft so that this wedge is in the upper (or twelve o'clock) position, and keep flying "north" in that direction. As you get closer to your mission destination, the wedge will widen, and will disappear when you've reached your objective. If you fly away from this objective, the wedge will reappear.

Special Craft Functions

Pressing the Special Button on your Controller activates special functions on several craft in **Rogue Squadron**. On the X-wing, pressing this button opens and closes the S-foils. Close S-foils for more speed, but they must be open to fire weapons. On the V-wing, this button gives you an extra burst of speed from its "scram jets." And on the Y-wing, this button fires ion cannons. Hold down the button for maximum ion power.

Ion Cannon The special weapon for the Y-wing. Uses blue blasts of ionized energy, which overload and fuse the circuits of ship weapons, shields, and engines, effectively knocking them out of action and sometimes destroying smaller targets. An ion cannon needs time to charge to full power, and if you use it before it's fully charged, your ion blast will be less effective. Charge the ion cannon by holding down the Special Button.

Pausing and Ending Your Game

You can pause the game anytime during your mission by pressing **START**. This brings up the Pause Screen with a list of the mission goals you need to accomplish, along with the choices below. Move the Control Stick up or down and press the **A** Button to make your selection. Press **START** or the **B** Button to return to the PAUSE screen. Press **START** again to resume your mission.

Pause Screen

Continue Returns you to the point in the game where you left off.

Abort Level Stops your current game, and returns you to the Level Selection screen. If you abort the mission without completing it, the mission fails and one ship is deducted when you re-fly it.

Game Settings This brings up a list of game settings, many of which you've seen in the earlier Options menu. (See page 9 for details.) Options here include:

Displays Adjusts screen overlays (radar, damage, and secondary weapon icons). Turn off to hide all icons on screen.

Cockpit Turn off if you want to hide the cockpit.

What If You Go Down During a Mission?

You start the game with three ships. If your ship is destroyed, one ship is deducted, and you'll reenter your mission near the point where you were downed. When all your ships are lost, you'll be returned to the Level Selection Screen, and will have to restart the mission or select a different one.

PLAYER CRAFT

In the Craft Selection Screen, press one of the **C** Buttons for detailed craft descriptions.

X-wing Named for its unique double-layered wings, or S-foils, this ship is one of the most versatile weapons in the Rebel Alliance. In combat, its S-foils are opened to give it greater maneuverability. These S-foils are closed during normal flight, so it can fly faster while still pulling off advanced aerobatics such as rolls. The X-wing is formidably armed, with high-powered blaster cannons in its wing tips, plus proton torpedo launchers on its main space-frame. With its reinforced titanium alloy hull and high-powered shield generators, the X-wing can take a barrage of minor hits and still keep flying.

A-wing This is the fastest starfighter in the Rebel Alliance. The A-wing can outrun most ships in the Imperial Navy, making it ideal for Rogue Squadron's hit-and-run missions. Its powerful armament includes twin wing-mounted pivoting blaster cannons and concussion missiles. Although the A-wing is highly maneuverable in dogfights, it cannot sustain much battle damage, and its cockpit design exposes its pilot to enemy fire.

Y-wing A cross between a fighter and a bomber, the Y-wing formed the backbone of the Rebel Alliance star-fighter fleet prior to the introduction of the X-wing. The workhorse Y-wing is larger, slower, and less maneuverable than the X-wing, and has difficulty against the more agile Imperial craft. However, it is extremely durable, and heavily armed with blasters, an ion cannon, and bombs, making it ideal for bombing and strafing runs against surface targets.

Airspeeder A nickname for the Incom T-47, this craft made a valiant defense at the Battle of Hoth against Imperial forces, enabling the Rebels to evacuate their base. An airspeeder is limited to low altitudes, is unable to perform elaborate acrobatic maneuvers such as rolls, and has no shields. It compensates for this with fast speed and small size that make it a difficult target for Imperial weapons. This craft is armed with two blaster cannons, plus a tow cable to tangle AT-ATs.

V-wing Airspeeder With its light weight and swift speed, the V-wing has a definite advantage over the airspeeder. It features a scram jet, a huge booster. Press the Special Button for a big speed boost. Use the scram jet sparingly, or the engines will overheat. The V-wing's weapons are already linked, so increase the fire rate with the Fire Mode Button. These also overheat if used too often.

CRAFT ARMAMENT

Firing Blaster Cannons

Most craft in **Rogue Squadron** are armed with blaster cannons as their primary weapon. Fire your blasters during a mission by pressing the Fire Blasters Button. You can tap this button for individual shots, or hold it for continuous fire.

Most craft in **Rogue Squadron** have two blasters, except the X-wing, which has four. With the X-wing, you can fire your blasters separately, fire two together (sending out pairs of blaster blasts), or fire all four together (sending out four blaster blasts at once). Press the Fire Mode Button repeatedly to cycle between these firing modes. The blasters on the airspeeder do not have linking capability. You cannot link secondary weapons like missiles.

Firing Secondary Weapons

In addition to blaster cannons, each craft will have different secondary weapons:

X-WING Proton torpedoes
Y-WING Bombs
A-WING Missiles
V-WING Cluster missiles
AIRSPEEDER Tow cable

To fire these weapons, press the Fire Secondary Button.

Acquiring Advanced Weapons

Throughout the game there will be secret challenges for discovering new weapon technologies. These technologies will improve the effectiveness of either the primary or secondary weapons system. After discovering a new technology, the primary or secondary weapon system will automatically be upgraded on all appropriate craft.

REBEL WEAPONS

Primary Weapon

Blaster Cannon Also known as a laser cannon, this is the most widely used weapon in the galaxy. It repeatedly fires bolts of coherent light, an intense energy that inflicts significant damage.

Secondary Weapons

Each craft has a secondary weapon. An icon for the weapon and how many you have available appears at the bottom left corner of the screen (Icon appears in console in Cockpit Mode.)

Proton Torpedo A proton torpedo is armed with a proton-scattering energy warhead that inflicts heavier damage than an ordinary missile. There is also an advanced version that has a seeking device that allows it to follow a moving target.

Concussion Missile When this sub-lightspeed projectile hits home, it creates powerful shock waves that can penetrate even the heaviest armor to obliterate its target. These air-to-air and air-to-ground weapons are most effective against stationary targets. A concussion missile will travel in a straight line once it's fired, and can only be fired one at a time. These are not as powerful as protons, and seeking and advanced versions are available.

Cluster Missile Each of these weapons breaks apart into five smaller warheads shortly after launch. This results in a "spread" effect that increases the chances of hitting a target or inflicting more damage. A seeking version is available.

Bombs Only the Y-wing is armed with these destructive weapons, which can be dropped on ground targets. They have a large blast radius, to inflict heavy damage over a wide area. Bombs can damage your own craft if dropped at a low altitude. An advanced version is available.

Tow Cable Airspeeders are fitted with a harpoon gun that launches a high-powered, barbed projectile attached to a retractable flexisteel tow cable.

IMPERIAL CRAFT AND DEFENSES

Armored Hover Train With cars heavily defended by numerous gun emplacements and missile turrets, strafing runs against this mobile target are difficult at best.

AT-AT Short for All Terrain Armored Transport, the four-legged Imperial walker strikes terror in the heart of any defender. This mechanized beast is armed with blaster cannons underneath its "chin" and medium blasters on each side of its "head," and has thick armor plating to protect it from most types of artillery fire. Try to wrap a tow cable around the "legs" of an AT-AT with a airspeeder to bring this behemoth down.

AT-PT Short for All Terrain Personal Transport, this small, two-legged weapons system has the ability to climb up 45-degree mountains and hills. The AT-PT houses one or two soldiers, surrounding them with thick, heavy armor in its central command pod. It is armed with a twin-blaster cannon.

AT-ST Short for All Terrain Scout Transport, this chicken-like walker is used to support Imperial ground troops and protect the vulnerable underbelly of the AT-AT walkers. Since it balances on two legs, the two-person AT-ST is more unstable than the AT-AT, but its superior speed and formidable firepower more than make up for this weakness.

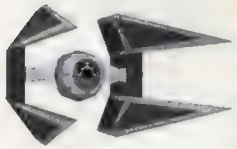
Imperial Probe Droid This reconnaissance device was used by Darth Vader to locate the Rebel base on Hoth. It can move quickly across planet surfaces, and is programmed to detect life forms and signs of habitation. An Imperial probe droid is armed with a blaster device.

Imperial Landing Craft This heavily armored assault ship devotes two-thirds of its power to its shields, making it extremely difficult to destroy.

Tank Droid Designed to stop civil unrest on Imperial worlds, this fully automated combat vehicle driven by a droid brain is a brutal urban assault machine.

TIE Fighter Powered by twin ion engines, a TIE fighter's advantages are its excellent maneuverability and its small profile, which makes it a difficult target to hit. However, these advantages come at a steep price, since it has no shields, no hyperdrive systems, and no other weapons besides forward-mounted blaster cannons. A direct hit on one can usually destroy it.

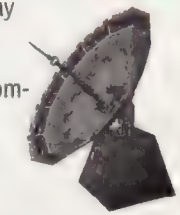
TIE Bomber A TIE bomber is armed with two front-firing blaster cannons, and can drop a variety of payloads, including bombs, guided concussion missiles, orbital mines, and thermal detonators.



TIE Interceptor This dagger-shaped starfighter is more than a match for the Rebel craft, since it's nearly as fast as an A-wing and more maneuverable than an X-wing. The TIE interceptor's weapons include four blaster cannons with advanced targeting software for greater accuracy. Since the TIE interceptor has little armor and no shield generators, it can easily be destroyed with a few direct hits.

Waveskimmer Like its name implies, this attack hydrofoil was designed to operate above the water's surface at high speeds. Originally built around the frame of an AT-AT, a waveskimmer is far more maneuverable than its land-bound counterpart.

Shield Generator A device that produces the power needed to create and maintain deflector shields and to focus those shields around a given object. Wherever there is a shield that cannot be breached, there is sure to be a shield generator nearby. Destroying the generator is a sure way to take out the shield.



Radar Dish A rotating dish that alerts the Empire to incoming enemies. Destroying radar dishes can limit the Imperials' ability to track your craft. Radar dishes can also function as general communications devices.

Turbolaser Turbolasers are the backbone of Imperial planetary defenses throughout the galaxy. These stationary cannons fire twin blasters strong enough to take out any fighter or infantry.

Missile Turret Advanced ground-based defensive weaponry used to protect important Imperial facilities. These turrets fire powerful missiles that home in on their targets and rarely miss. The destructive capability of these missiles should not be underestimated.

SCORING

Tally Screen

At the end of the mission you will come to the Tally screen and see how well you performed. If you failed or aborted the mission, one ship will be subtracted. To advance in the game, fly the mission again until you are successful.

If you were successful meeting your mission objectives, you will be awarded a medal, depending on how well you performed. Performance will be judged based on the categories shown in the chart below. If you score high enough in these categories you will be awarded either a bronze, silver or gold medal.

COMPLETION TIME: How long it took to finish your mission. The quicker, the better.
ENEMIES DESTROYED: The number of Imperial spacecraft and weapons you've knocked out of action.
ACCURACY: How many of your shots hit the intended target.
FRIENDLY SAVES: The number of friendly craft or structures that successfully completes or survives the mission.
BONUS COLLECTED: Whether or not you collected all powerups or level.

The minimum score for each category you need to earn the next medal will be displayed in the column to the right of your score. Winning medals is very important because it is the way you get promoted in rank. You'll receive bonuses if you win a particular medal type on all levels. Bonuses (when available) are included in your tally.

Any new technology discovered on a level will also be displayed in text format and you will have improved weaponry for the rest of the game.

MISSIONS

Chapter I

Ambush at Mos Eisley

This mission takes place on Luke Skywalker's home planet of Tatooine, a bleak, forbidding desert world scorched by twin suns in the Outer Rim. Tatooine has recently been colonized due to its strategic location near several hyperspace routes. Its largest spaceport city, Mos Eisley, is a crossroads for interstellar commerce, and is populated with pirates, thieves, and smugglers.

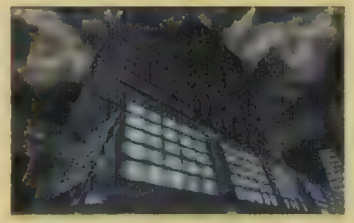
Rendezvous on Barkhesh

You'll fly this mission on Barkhesh, a planet noted for its hot, humid, tropical jungles in its southern regions. The local resistance there is transporting supplies desperately needed by the Rebellion. The Empire will do everything in its power to stop the transfer, and has posted Imperial scout walkers in the planet's canyons.

The Search for the *Nonnah*

In this mission, you'll be flying over the lakes of Chorax, trying to locate a downed Rebel ship in a race against the Imperials looking for the ship as well. The Chorax system is located in the Rachuk sector, and contains one medium-sized star and one planet. It is a haven for pirates and smugglers.

Defection at Corellia



The planet is home to Han Solo, General Crix Madine, and Rogue Squadron's own Wedge Antilles. With its rolling hills, immense oceans, and cities with wide-open spaces, Corellia is a pleasant spot in the galaxy. The Corellian system is known for its fast ships, wily traders, and pirates. The planet's extensive shipyards attracted the attention of the Empire, who then invaded and occupied it.

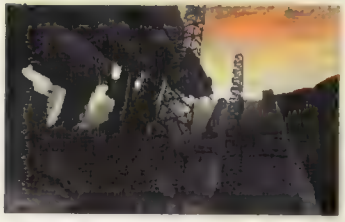
Liberation of Gerrard V

This mission pits you against a skilled Imperial ace, Kasan Moor. You'll be flying over Gerrard V, a planet whose surface is covered by deserts and oceans. Its topography is dominated by steep raised areas, called towers, and low-lying depressions, known as saddles. Populated by Rebel supporters, Gerrard V once revolted against the Empire, but this insurrection was crushed by orbital bombings from Imperial Star Destroyers.

Chapter II

The Jade Moon

You'll begin your next mission on a moon of Loronar, home to construction facilities where the Empire's biggest warships and special weapons platforms are built. This moon's surface is punctured by rocky valleys, deep canyons, and craters.



Imperial Construction Yards

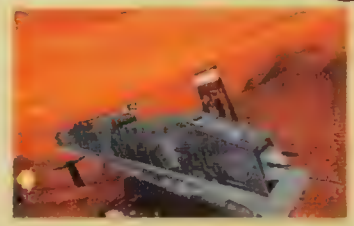
This mission sends you over the facilities of Balmorra, a factory planet that builds advanced weapons of destruction for the Imperial forces. Located at the Outer Edge of the Galactic Core in the Nevoota system, Balmorra's plains are marked with numerous canyons and mountains and, of course, industrial buildings. Although occupied by the Empire, the inhabitants of Balmorra long for independence and free markets for their renowned weapons technology.

Assault on Kile II

On this planet, you'll be attacking the Imperial Enclave, an enormous facility that supports the Empire's naval operations in that sector of the galaxy. The surface of Kile II is marked by canyons and large, enclosed areas, where you'll find the Imperial spaceport, a long-range sensor post, and troop barracks.

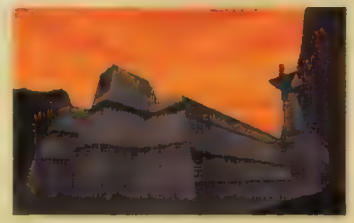
Rescue on Kessel

This mission takes you to the reddish, potato-shaped planet of Kessel, where the Empire has a notorious prison facility. Kessel's surface is covered with salt flats and pockmarked by deep craters and mines. The thin atmosphere of this inhospitable planet is barely breathable, so special factories have been built to generate oxygen, nitrogen, and carbon dioxide.



Prisons of Kessel

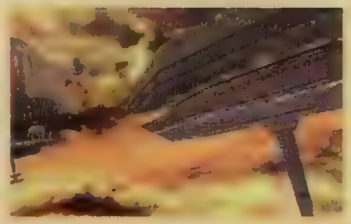
In this mission, you'll once again fly over Kessel, the only planet where glitterstim spice is produced. This valuable substance is prized for giving telepathic abilities to anyone who consumes it, although users can become addicted to it. Before joining the Rebel forces, Han Solo used to smuggle glitterstim spice from Kessel. The Empire uses forced labor to mine this spice, and guards it heavily.



Chapter III

Battle Above Taloraan

In this high-altitude mission, you'll be flying in the cloudy atmosphere of Taloraan, an enormous gas planet with a strong magnetic field in the Kelavine system of the Expansion Region. The planet's Tibanna gas is breathable at high altitudes, and is also used in the production of weapons.

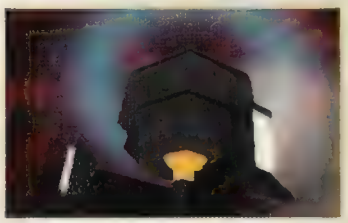


Escape from Fest

This mission takes you to a planet in the Atrivis sector of the Outer Rim near the Mantooine system. Enormous, steep mountains and valleys punctuate Fest's landscape. Atop one of these mountains, the Empire has a top secret Weapons Research Facility, where experiments are conducted to create new metal alloys. Among the inhabitants of Fest are a resistance group who opposes the Empire.

Blockade on Chandrila

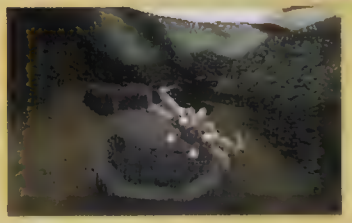
You and Rogue Squadron will call on the rural agricultural planet of Chandrila, in the Bormea sector of the Core Worlds. This sparsely populated, naturally beautiful planet has two large continents surrounded by oceans, with vast plains covered by grasses and forests. While the inhabitants of Chandrila are peace-loving, they have openly supported the Rebels against the Empire.



Raid on Sullust

In this mission, you'll fly through the thick, hot, dark clouds over Sullust, a bleak, volcanic planet in the Sullust system. With the planet's surface shrouded in toxic gases, the millions of native Sullustans have created a large underground network of caves and cities. These beautiful sub-surface sites are popular tourist attractions. Sullustans are friendly, outgoing creatures with jowls, mouse-like ears, and large round eyes, who are prized as navigators, since they never forget a path they've traveled.

Moff Seerdon's Revenge



The locale of this mission is Thyferra, a foggy, humid world with thick, tropical rain forests. This Polith system planet is inhabited by the insect-like Vratix, who developed a remarkable fluid called bacta. This miracle liquid can heal every medical condition from a scratch to a life-threatening emergency. Not surprisingly, bacta has become much sought-after by medical clinics throughout the galaxy, and by cartels that seek to control the galactic bacta industry to reap huge profits.

Chapter IV

The Battle of Calamari

In this all-out encounter with the Empire, Rogue Squadron will do battle on Mon Calamari, a planet almost completely covered by water. This marine world is inhabited by two species, the peaceful Mon Calamari, who live on islands and floating cities, and the wary Quarren, who live deep beneath the sea and can breathe both air and water. The Mon Calamari build enormous starships and warships from their orbiting shipbuilding docks, and are valuable members of the Rebel Alliance.

CHARACTERS

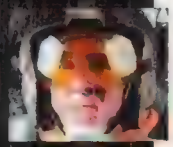
Rebels

Luke Skywalker The greatest hero of the Rebel Alliance, Luke Skywalker needs little introduction. Among his accomplishments are blowing up the first Death Star, rescuing his twin sister Princess Leia, and helping to fend off the Imperial forces in the Battle of Hoth so that the Rebel base there could be evacuated. After the Battle of Yavin, Luke and Wedge Antilles formed Rogue Squadron.

Wedge Antilles One of Rogue Squadron's true aces, this native of Corellia was orphaned as a teenager, then began smuggling weapons for the Rebels. Once he took to flying X-wing starfighters, he soon proved himself to be a crack fighter pilot and an extremely competent, if low-profile, leader. Wedge saved Luke Skywalker during the attack on the first Death Star at the Battle of Yavin. Later, they formed Rogue Squadron together.

Dack Ralter This young Alliance hero was Luke Skywalker's airspeeder gunner during the defense of the Rebel base at Hoth. Dack's parents were political prisoners of the Empire, and he escaped from an Imperial prison barge when he was a teenager. Ralter is skilled as both a pilot and a gunner.

Wes Janson This tough, smart, action-loving lieutenant was a gunner in Wedge Antilles' airspeeder during the Battle of Hoth, and helped bring down an AT-AT walker by tangling its legs in a cable. Janson is a past winner of the True Gunner award for outstanding accuracy. This Rogue is one of those rare soldiers who is as competent on the ground as he is in the air, and can shoot and fly with tremendous skill.



Tau Senesca A highly-decorated pilot and long-time member of the Rebel Alliance, Senesca shot down 48 Imperial craft prior to the Battle of Hoth. Politically motivated to join the Rebel forces, Senesca was motivated by tragedy after his parents were killed by the Empire.

Derek ("Hobbie") Klivian That rare pilot who is both extremely capable and extremely humble, Hobbie was a former Imperial cadet who mutinied and deserted his Imperial Academy training to join the Rebel Alliance. Hobbie has a reputation for enjoying bacta baths, as well as for crashing every craft he touches and surviving.

Carlist Rieekan This former officer in the Old Republic army joined the Rebel Alliance after his home planet, Alderaan, was vaporized by the first Death Star. Rieekan was named Theater Commander in charge of all Rebel ground and fleet forces in the Hoth system. Later, he was forced to evacuate the Hoth base when it was overrun by Imperial forces. After the Hoth evacuation, General Rieekan was given command of military operations for the Rebel Alliance.

Imperials

Cole Madine This Corellian is a highly-decorated Imperial officer. He originally earned his reputation as a brilliant leader in charge of the Storm Commandos, an elite Imperial army unit.

Kasan Moor This native of Alderaan was one of the rising stars in the Imperial Navy, quickly moving up in ranks from crack TIE fighter pilot to leader of the 128th TIE Interceptor Squadron. Her allegiance toward the Empire soon wavered, however, when she was informed that her home planet had been obliterated by the Death Star. While she continues to distinguish herself by flying with the 128th, Moor is contemplating defection to the Rebel forces, since she believes that her allegiance to the Imperial forces means nothing if they can coldly destroy her friends and family.

Moff Kori Seerdon Formerly Kasan Moor's mentor, Imperial Moff Seerdon is now angry at her, since he is not sure which side she is fighting for. Moff Seerdon is attempting to consolidate bacta supplies under his control, and sees Rogue Squadron as a threat to his plans for domination.

FLYING TIPS

- For a more effective attack, line up your targets by making long, straight runs. Avoid the temptation to make quick turns in pursuit of your targets. Instead, fly far away, then turn around and fly toward your targets from a distance, using your brakes. You'll be able to keep them in your sights longer—and score more hits. But you'll also be in enemy sights...
- Use a loop-the-loop move to bear down on an enemy that has passed you by.
- Find the Controller configuration and camera views best suited to your flying style.
- (Speeder or V-wing only) For more control in turns, use the right or left brake to tighten your turn in either direction.
- Use the Thrust and Brake Buttons to match the enemy's speed or to more easily attack a ground target.
- When in doubt, follow your wingmates to mission goals.
- Pay close attention to directions from General Rieekan and your wingmates.
- Be on the lookout for enemy bombers, and attack them before attacking fighters. Bombers do more damage to critical Rebel installations.
- Use your radar screen to fly in the right direction towards your mission objectives. Fly so you keep the wedge shape oriented to the top of the radar at 12 o'clock.

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Codesigned and Developed by
LucasArts and Factor 5

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SPECIAL THANKS
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Star Wars theme and incidental music from "*The* Star Wars *Trilogy Original Soundtrack Anthology*": Composed by John Williams

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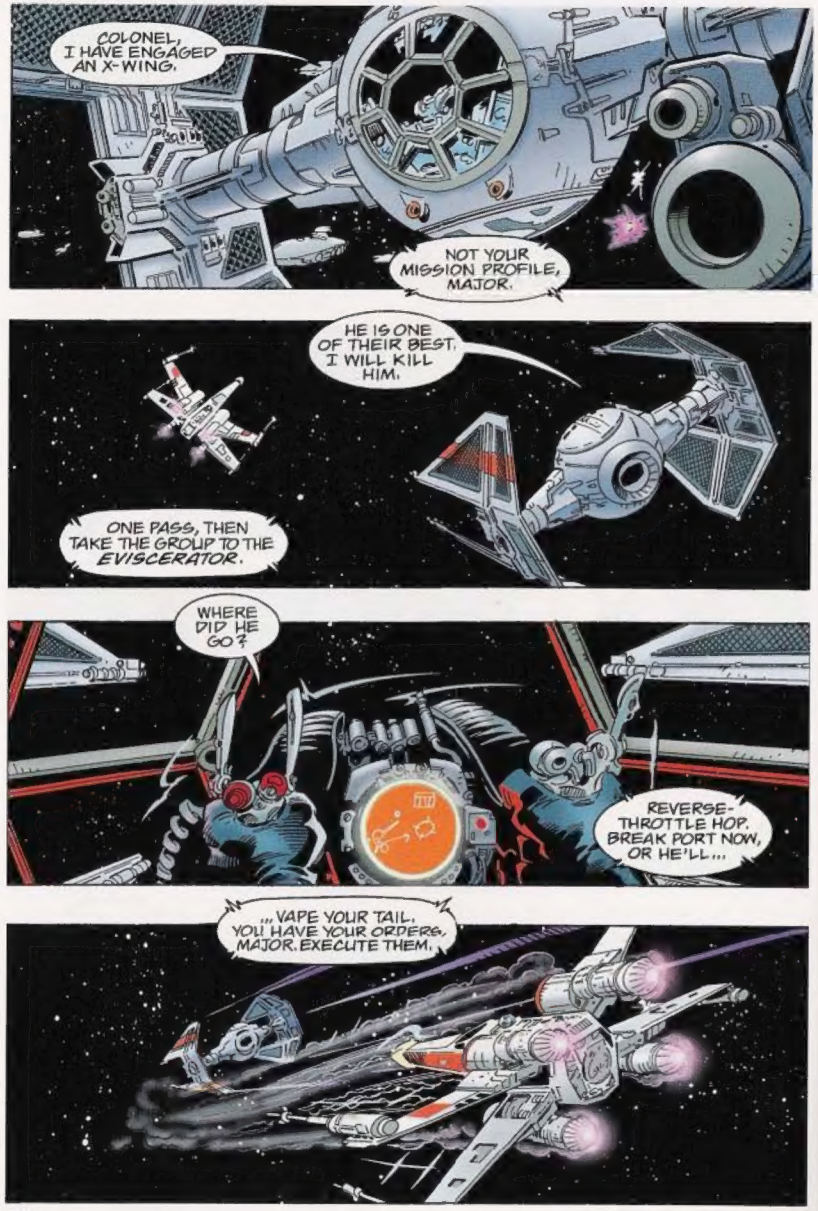
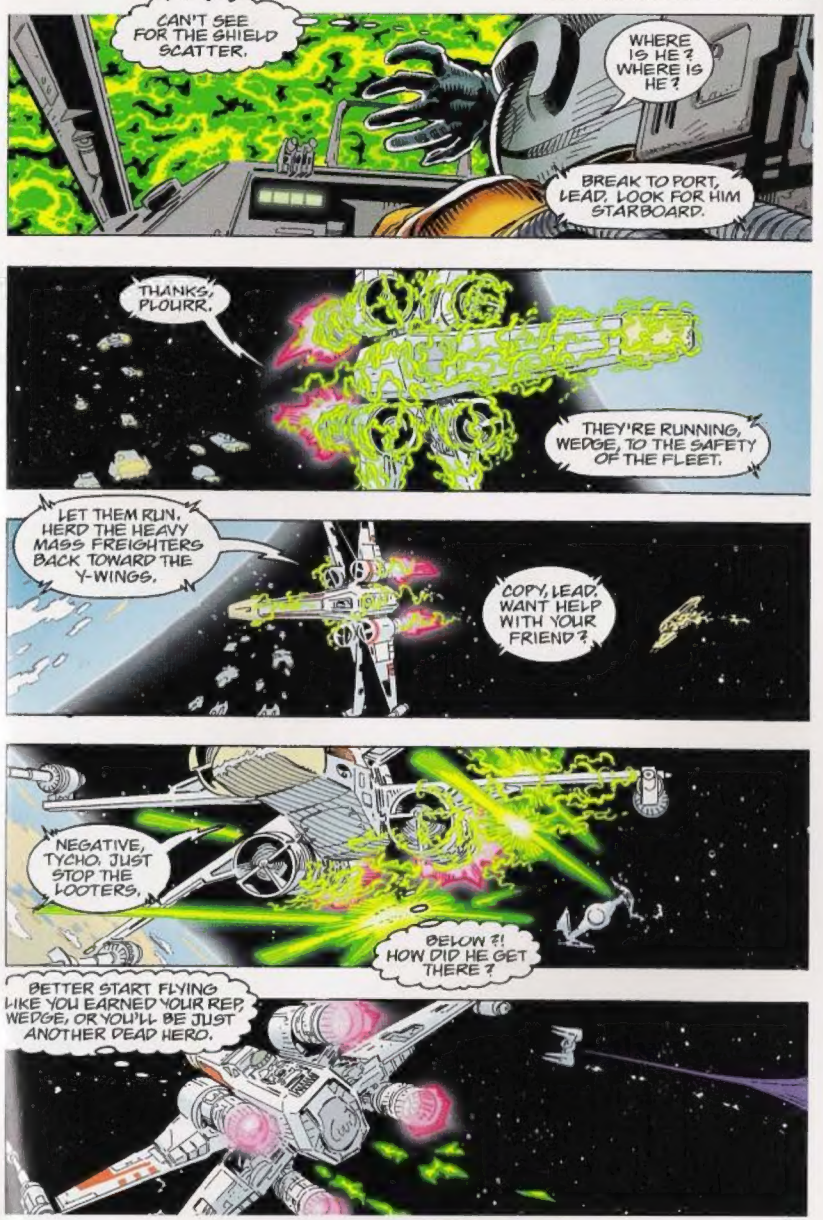
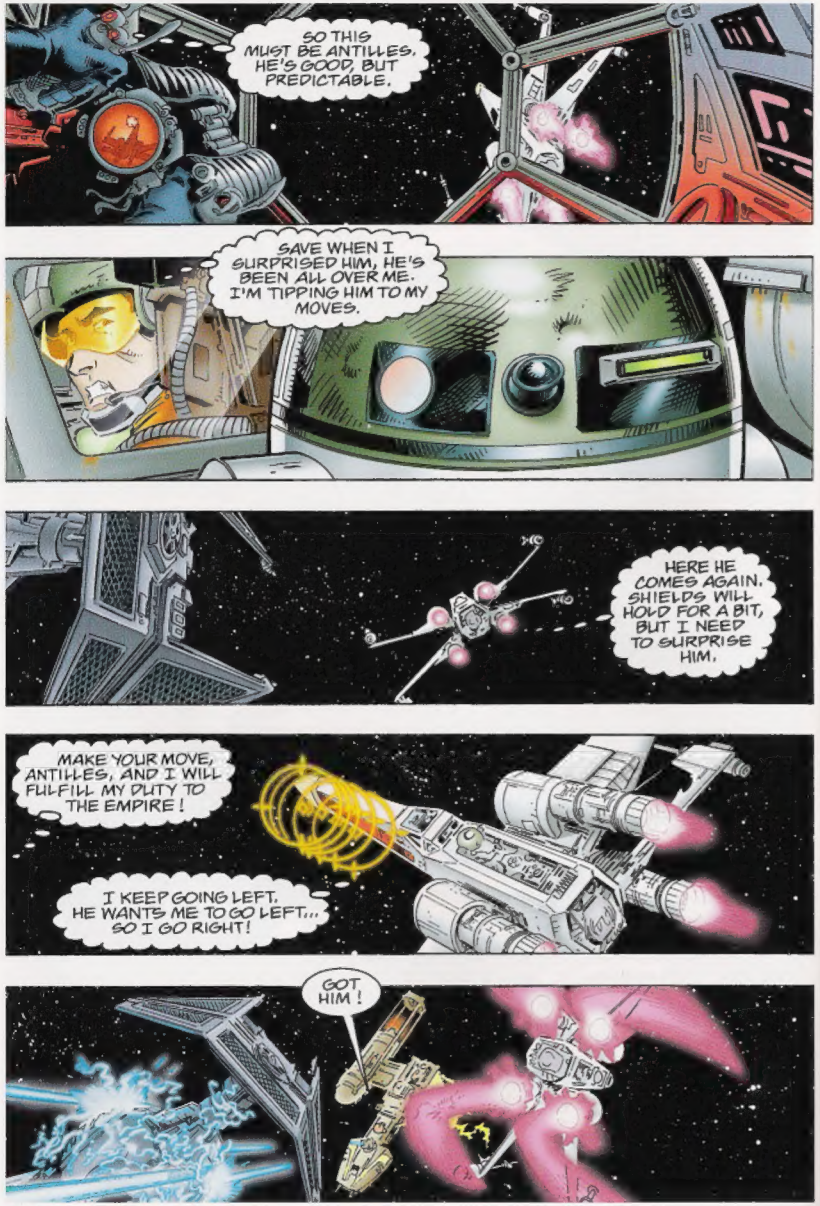
STAR WARS (MAIN TITLE)
THE DESERT/THE ROEOT AUCTION
THE LAST BATTLE
THE THRONE ROOM/STAR WARS (END TITLES)
THE IMPERIAL MARCH (DARTH VADER'S THEME)
THE BATTLE IN THE SNOW
CITY IN THE CLOUDS
HYPERSPACE
THE EMPIRE STRIKES BACK (FINALE/END CREDITS)
INTO THE TRAP

On the following pages is a bonus excerpt from one of Dark Horse Comics' ***Star Wars:* X-Wing: Rogue Squadron** comics entitled "In the Empire's Service" (issue #4, pages 20-23).

The book's editor, Peet Janes, had the following to add: "Rogue Squadron has always made the most of the unique dynamic of the comics medium. Many readers who also read the novels have said that the comics fulfill an important role in keeping *Star Wars* alive: visual excitement. An important element of *Star Wars* is the constant surprise of stunning new vistas. Comic art provides the opportunity to revisit exploding Death Stars and dizzying dogfights, and continue the fine tradition that began with *Star Wars* more than twenty years ago."


COLONEL, I HAVE ENGAGED AN X-WING.
NOT YOUR MISSION PROFILE, MAJOR.
HE IS ONE OF THEIR BEST. I WILL KILL HIM.
ONE PASS, THEN TAKE THE GROUP TO THE EVISCERATOR.
WHERE DID HE GO?
REVERSE-THROTTLE HOP. BREAK PORT NOW, OR HE'LL...
...VAPE YOUR TAIL. YOU HAVE YOUR ORDERS, MAJOR. EXECUTE THEM.


CAN'T SEE FOR THE SHIELD SCATTER.
WHERE IS HE? WHERE IS HE?
BREAK TO PORT, LEAD. LOOK FOR HIM STARBOARD.
THANKS, PLOURR.
THEY'RE RUNNING, WEDGE, TO THE SAFETY OF THE FLEET.
LET THEM RUN. HERD THE HEAVY MASS FREIGHTERS BACK TOWARD THE Y-WINGS.
COPY, LEAD. WANT HELP WITH YOUR FRIEND?
NEGATIVE, TYCHO. JUST STOP THE LOOTERS.
BELOW?! HOW DID HE GET THERE?
BETTER START FLYING LIKE YOU EARNED YOUR REP, WEDGE, OR YOU'LL BE JUST ANOTHER DEAD HERO.



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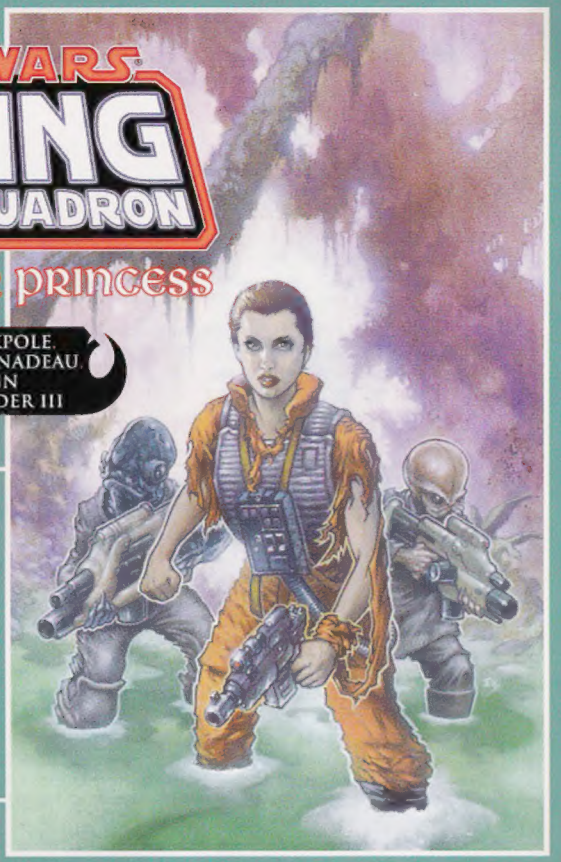

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